



VIRTUE'S • LAST • REWARD

INSTRUCTION MANUAL

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

- Use in a well-lit area and keep as far away as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC & IC NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC & IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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SAVING DATA

You can save your game by touching "SAVE" on the menu bar (p. 23) or by pressing the START or SELECT buttons. If you choose a save slot that already contains a save file, the previous save will be overwritten.

PROLOGUE

>> PROLOGUE

09

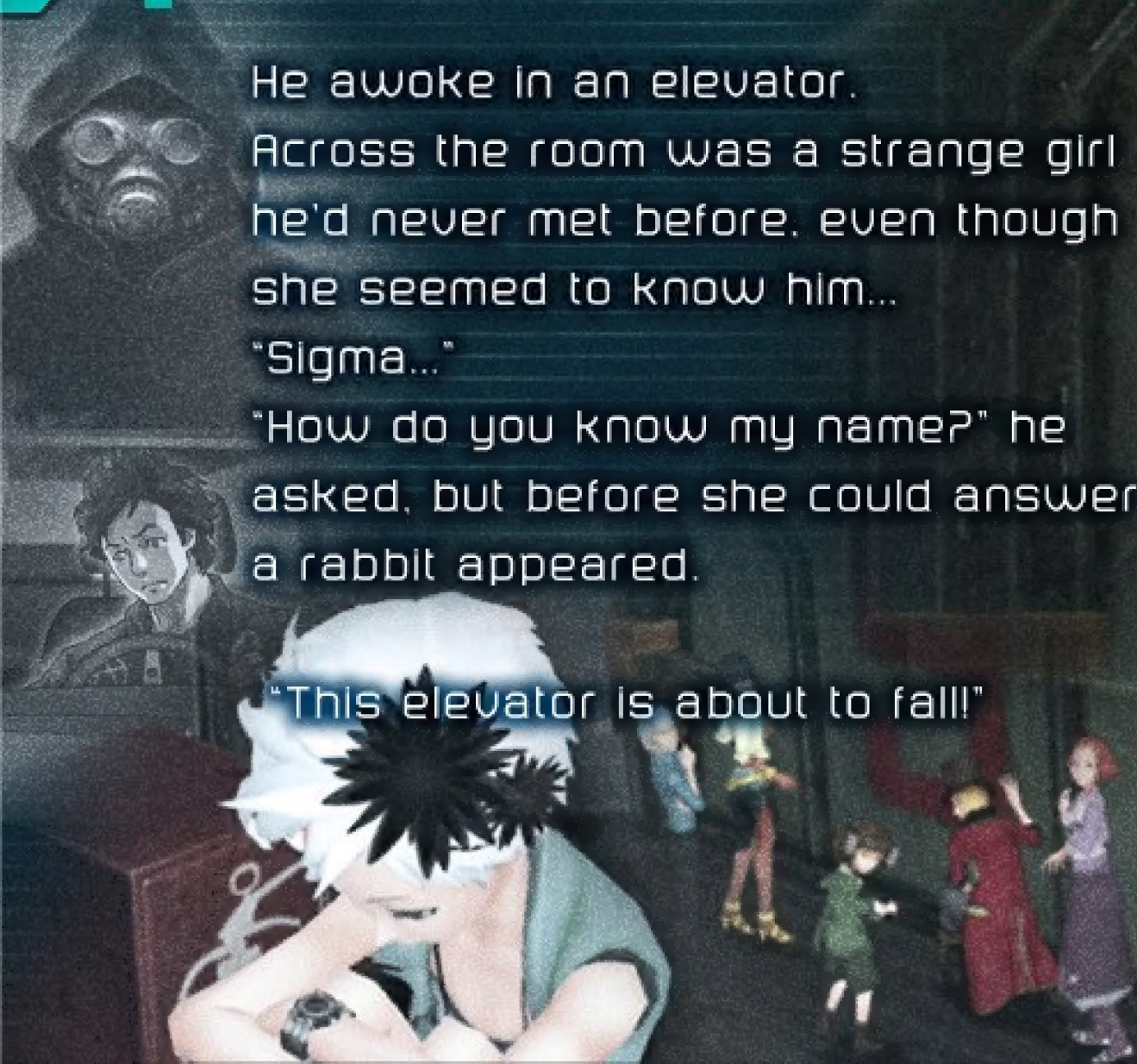
He awoke in an elevator.
Across the room was a strange girl
he'd never met before, even though
she seemed to know him...

"Sigma..."

"How do you know my name?" he
asked, but before she could answer
a rabbit appeared.

"This elevator is about to fall!"

Sigma and the girl left the elevator
only to find themselves in a
massive room with seven other
strangers...nine people in all.
The strange rabbit told them
that they would have to play the
Ambidex Game—a game of betrayal.
The penalty for losing was death.
Could these nine strangers trust one
another long enough to escape their
prison alive?





» SIGMA [Protagonist]

An ordinary college student who has been abducted and thrown into the Nonary Game. Or is there more to it...? Sigma is a generally bright, honest young man, although he can be a little...inappropriate at times. He's easily swayed by his emotions, which makes him a poor choice for a game about trust and betrayal.



» PHI

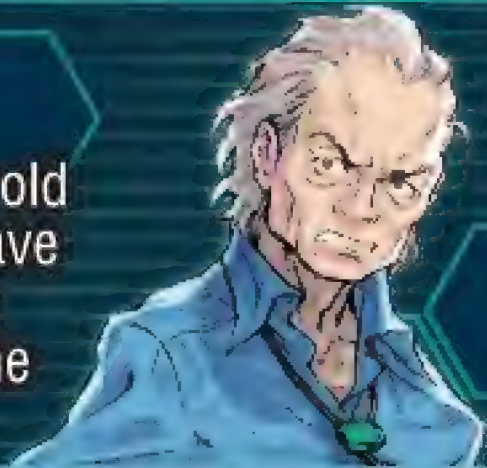
Her cold intelligence comes across in her curt speech and no-nonsense attitude. She was one of—if not the—first to grasp the structure of the AB Game, and often understands things on a deeper level than anyone else. Still, there are moments where she displays an odd sort of playfulness. Is she an ally? Or is she the enemy?

CHARACTER INTRODUCTIONS [2]

» CHARACTERS

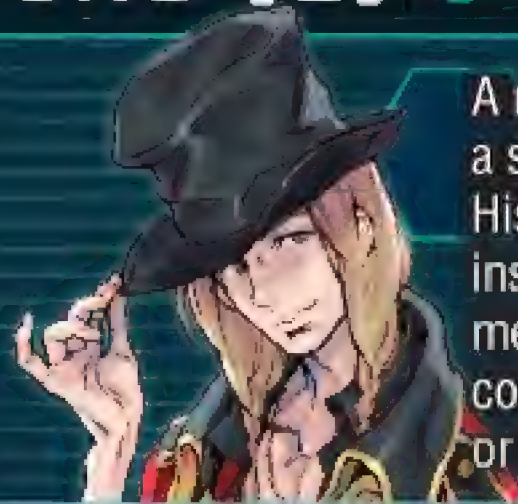
11

A stubborn, grumpy old man. He seems to have no patience and less trust for anyone in the group.



» TENMYOUJI

A mysterious man with a singular sense of style. His comments are often insensitive or downright mean, although whether this comes from intentional malice or simple ignorance is unclear.



» DIO

A sweet and cheerful boy. His childlike curiosity and boundless energy hide an exceptionally clever and analytical mind.



» QUARK

A kind and quietly intelligent young woman. She speaks softly, and always advocates for the most peaceful, optimistic solution.



» LUNA

CHARACTER INTRODUCTIONS [3]

» CHARACTERS

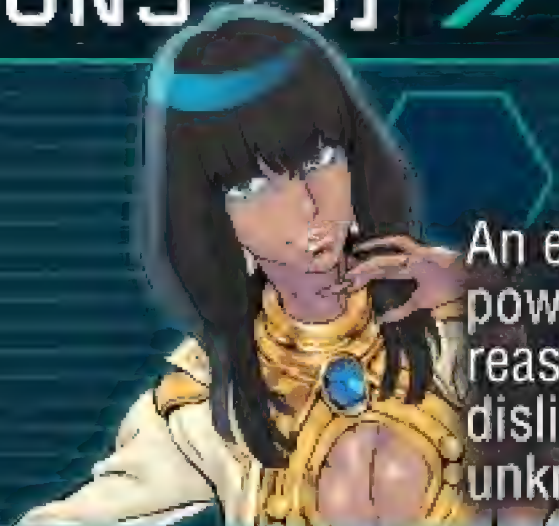
12

A slightly unpredictable young woman. Apparently this isn't her first rodeo.



» CLOVER

An exotic, focused, powerful woman. The reason behind her dislike for shirts is unknown.



» ALICE



A mysterious man in a suit of what appears to be armor. His face is hidden by a mask, and no one knows his name or his age—not even him.

» K

An artificial intelligence that has been tasked with making sure the Nonary Game runs smoothly. Is his master among the nine participants?!



» ZERO III

PlayStation®Vita

Virtue's Last Reward is controlled mainly through the touchscreen. Apart from a few sections, however, the game can also be controlled with buttons.

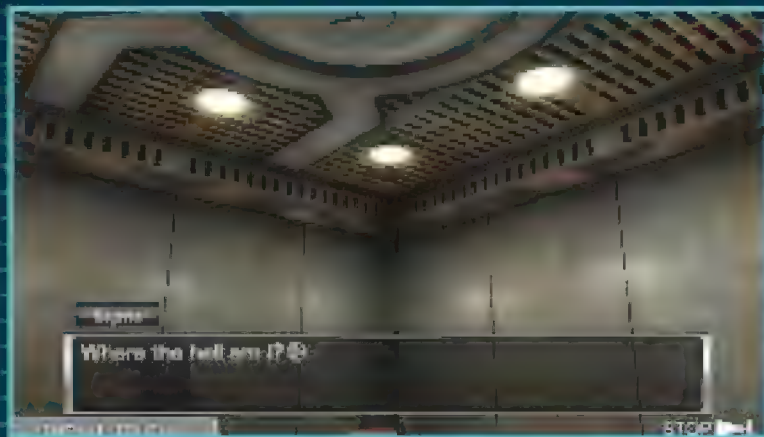


※ For in-game help, refer to the "HELP" section of the Archive. For more information on accessing the Archive, go to p. 23.

Touch controls

TOUCH CONTROLS FOR THE NOVEL (P. 15)

During the novel sections of the game, you can tap the touchscreen to advance text or to make selections. You can also touch the menu tab to bring up the menu bar, and then touch whatever menu selection you want.



TOUCH CONTROLS FOR THE ESCAPE (P. 16)

During the escape sections of the game, you can drag your finger across the touchscreen to adjust your point of view, and tap on areas that you want to investigate. You can also enter the safe passwords using the touchscreen. Just as in the novel, you can also advance text and use the menu.



Button controls

NOVEL CONTROLS

Directional Buttons	Select/(Up) Display History/(Down) Display Flowchart/(Left) Display Memo/(Right) Display Archive
Left Stick	[Flowchart screen] Navigate screen/ [Memo screen] Move cursor
⊙ button	Return / Cancel
⊗ button	Advance text/ [Memo screen] Write
⓪ button	Switch between text advancement options/ [Archive] Display memo/ [Memo] Switch between pen and eraser
L button / R button	[Archive] Navigate between sections
START button / SELECT button	Save/ [Memo] Erase all memos

ESCAPE CONTROLS

Directional Buttons	Select/(Up) Display History/(Down) Display Flowchart/(Left) Display Memo/(Right) Display Archive Move cursor/ [Flowchart[Navigate screen / [MemoMove cursor/ [Item Screen] Rotate item
Left Stick	[Flowchart screen] Navigate screen/ [Memo screen] Move cursor
⊙ button	Return/ Cancel/ [Zoom] Exit zoomed view
⊗ button	Investigate/ Advance text/ Confirm/ [Memo] Write
△ button	Display item screen/ [Item] Combine items
⊞ button	[With left stick] Move cursor slowly/ [Archive] Display memo/ [Memo] Switch between pen and eraser
L button / R button	Move point of view/ [Archive Screen] Switch categories/ [Zoom] Exit zoomed view
START button / SELECT button	Save/ [Memo]Erase all memos

Button controls

Once the opening movie has finished (or after you press the ⊗ button to skip the opening) you will have three menu options to choose from:



FROM THE BEGINNING

Play the game from the very beginning.

CONTINUE

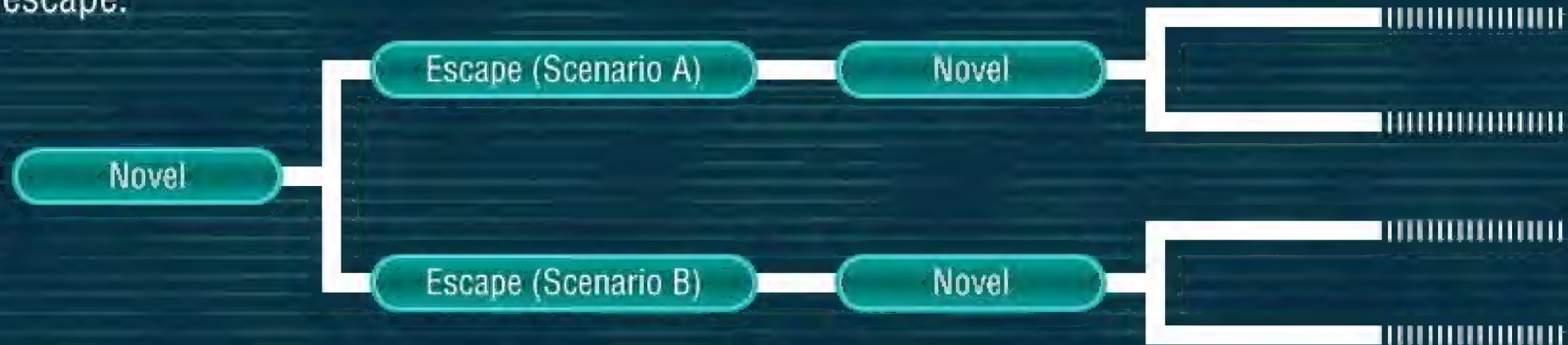
Continue from one of your saved games.

DELETE DATA

Delete save data you no longer wish to have. Keep in mind that once deleted, this data can never be restored.

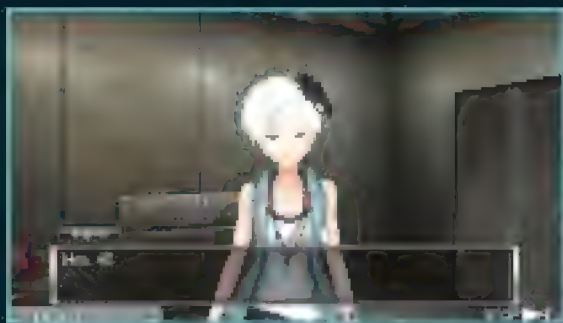
moving through the game

This game cycles through two types of gameplay: the “novel” and the “escape.” During the novel sections, the characters speak to one another at length, and you—the player—are given the opportunity to make choices about how the story will progress. In the escape sections, you will find yourself locked in a room, and must solve all of its puzzles in order to escape.



NOVEL (P.20)

During the novel sections, you watch the larger story unfold, and occasionally make choices which will determine its course. The outcome of the AB Game (p. 34) will have an especially significant impact on your success: Your choices to ally with or betray your comrades will determine how many Bracelet Points you can accrue, and without enough Bracelet Points, you'll never escape!



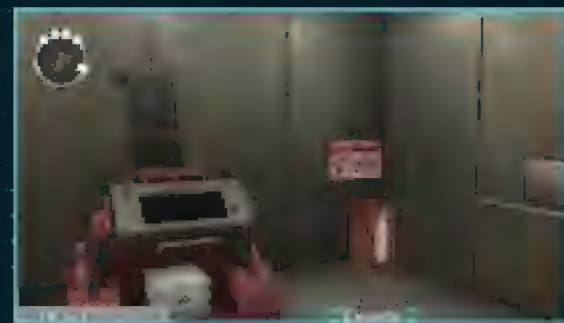
Enter a puzzle
room



Escape a puzzle
room

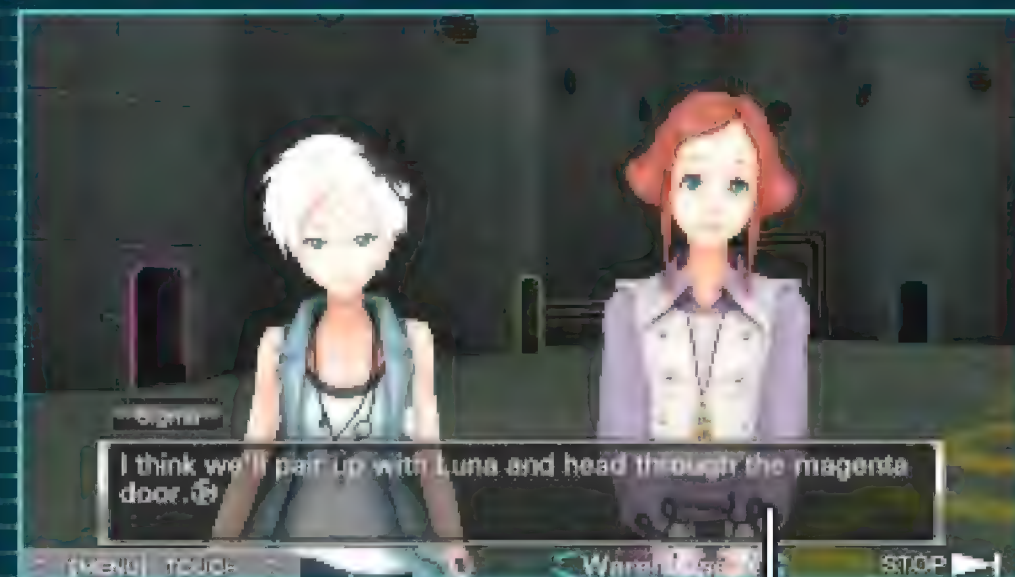
ESCAPE (P.27)

In each room, you'll be forced to solve a number of puzzles in order to get out. Everything you'll need is in the room somewhere, so examine every nook and cranny for the items and hints you'll need. There are lots of puzzles, and they aren't easy.



Novel Screen

Tapping the touchscreen or pressing the ⊗ button will advance text and move you through the story. Touching the menu bar (p. 23) will open the menu, where you can navigate to any of the menu utilities.



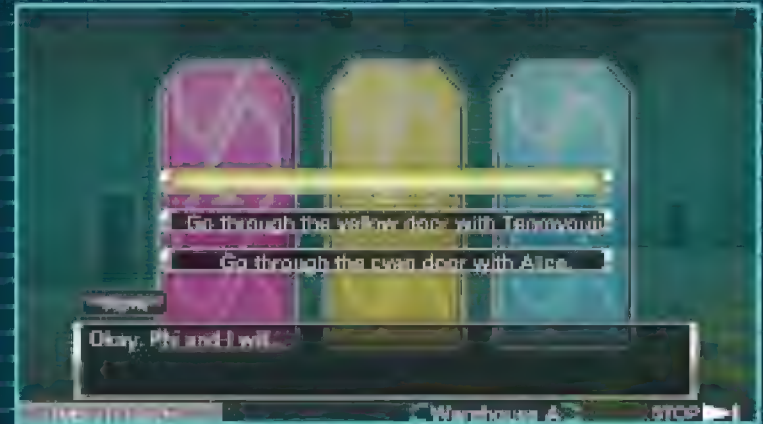
Menu button

Message

This is where any dialog will be displayed.

Choices

In certain situations, you will need to make a choice. You can either touch the item you want to choose, or select it with the directional buttons and confirm with the ⊗ button.

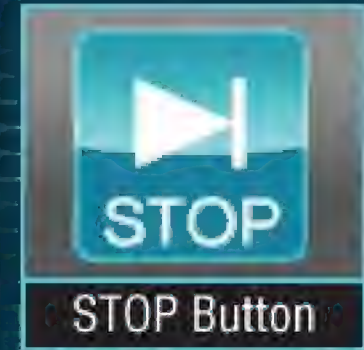


LOCKS

Eventually you will reach areas of the story where your progress is blocked by a lock. When this happens, visit the flowchart (p. 25) and move to another story area. Once you have fulfilled the appropriate conditions, the lock will open and you will be able to continue.

Advancing text

Pressing the auto fast-forward button in the menu or the ⊗ button will cycle through three options. Keep in mind that the "SKIP" option will only work for text you have already seen.



You must touch the screen or press the ⊗ button to advance through the text.



Text (and voice) will advance automatically until you need to make a decision. You can switch into Stop mode by pressing the ⊗ button or touching the screen. Touching the auto fast-forward button in the menu will switch you into Skip mode if you have already read the text, or Stop mode if you have not.



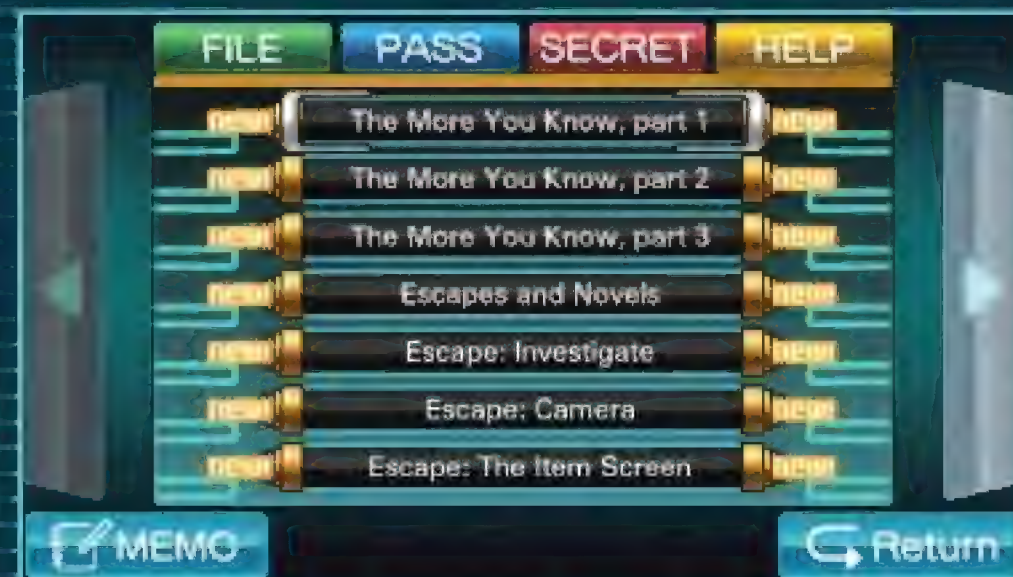
This will fast-forward through text you have already seen (and will not play voice files) until it reaches either a choice, or text you have not seen yet. Pressing the ⊗ button, touching the screen, or tapping the auto fast-forward button will switch you into Stop mode.



ARCH (Archive)

This Archive contains all the important (and sometimes less than important...) information you've gathered. This information is split up between four sections.

File	Information and hints you've found in the game.
Pass	Passwords for the various safes. (p. 33)
Secret	Confidential information obtained from the safes.
Help	Instructions for playing the game.





memo

You can draw by moving your finger around on the touchscreen, or by holding down the ⊗ button and moving the left stick.

Page

Touch this to flip between pages.

Drawing Area

Tool button

Touch this to select the tool you want. You can switch between the three colors and the eraser with the ⊕ button.



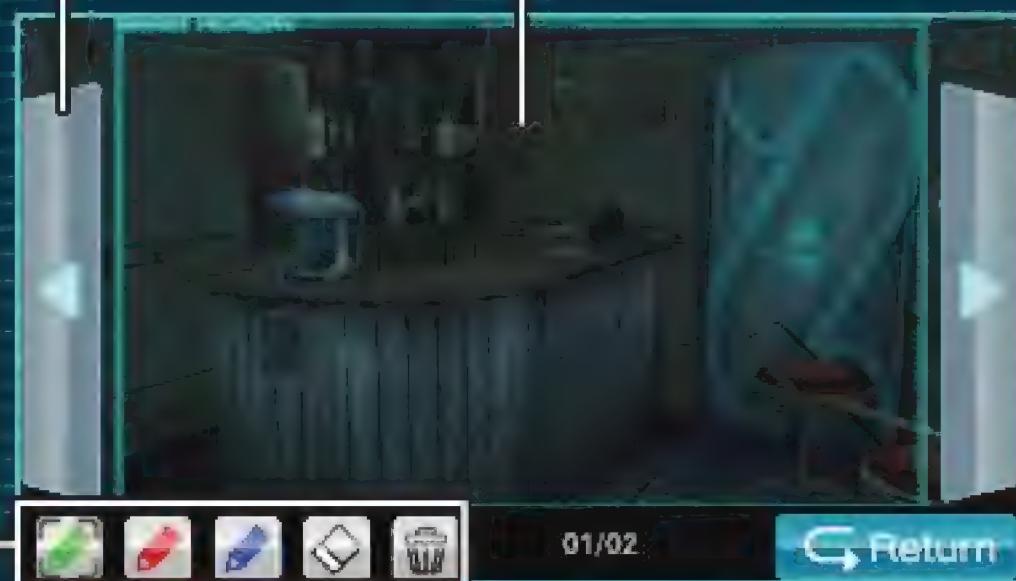
Pen



Eraser



Delete all Memos





FLOW (Flowchart)

All of the story sections you have seen will be displayed on the flow chart. Anything you have not yet seen will be represented by a . Selecting a section you have already seen will allow you to jump to and replay that section.



MENU BAR [4]

» MENU

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SAVE

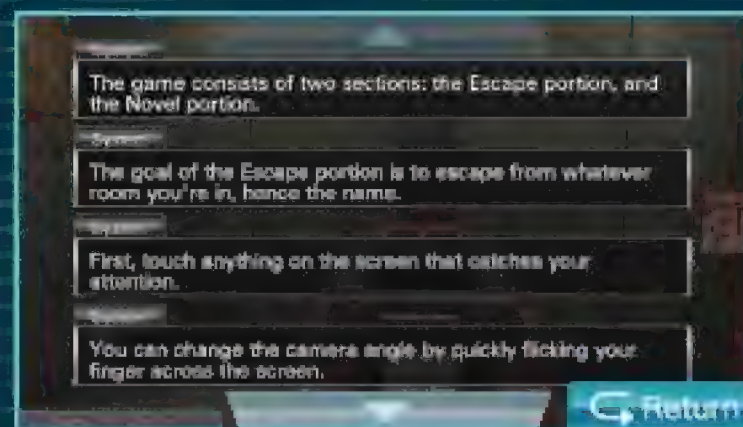
Save your progress.



LOG (Backlog)

This area will allow you to re-read text you have already seen.

You can scroll through the text by tapping the ▼▲ buttons on the touchscreen, by sliding your finger across the touchscreen vertically, or by pressing the up and down on the directional buttons.

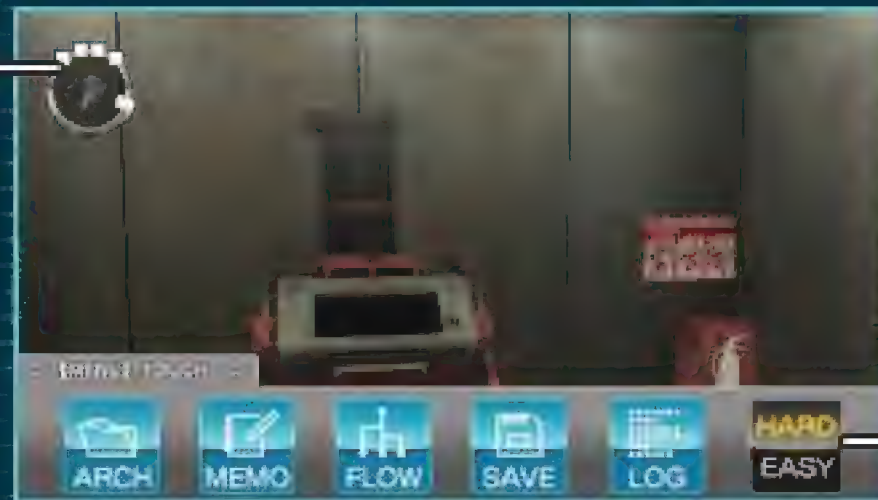


Escape Screen

Once you enter one of the puzzle rooms, the escape begins. You must gather information by examining every corner of the room so that you can solve the puzzles, open the safe, and escape.

Item icon

This will display the item you are currently holding (or will be empty if you are holding nothing). Touching it will take you to the item screen (p. 30).



Difficulty button

Touching this button will change the difficulty (p. 32).

Viewpoint and Moving

You can slide your finger across the touchscreen to adjust your point of view, or use the left stick or L and R buttons to accomplish the same thing. In certain locations, you will see arrows on the screen as well. Touching these arrows will allow you to move to different areas.



Arrow

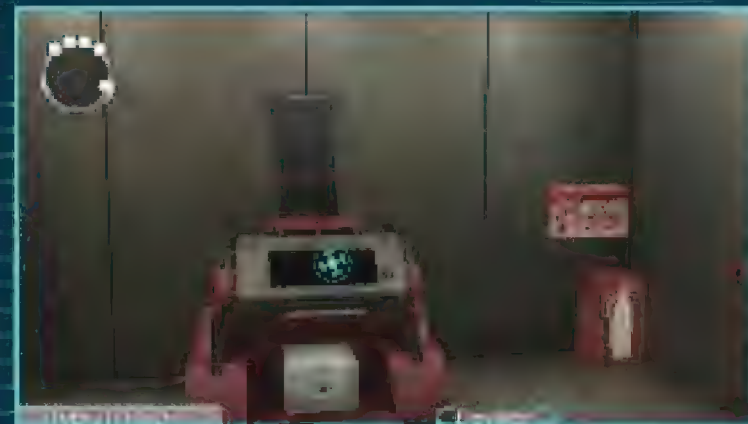
ESCAPE PART [3]

» ESCAPE

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Investigate

Tap the areas you wish to investigate on the touchscreen, or use the left stick to move the cursor over them, then press the ⊗ button.



ZOOM

In certain areas, investigating something or using an item in your hand (p. 31) on it will cause the camera to zoom in. To return to the un-zoomed view, swipe downward swiftly or touch the downward arrow. Pressing the ◎, L, or R buttons will also return you to the normal view.



Finding Items

Investigating certain locations will yield items. You can examine the items you have by visiting the item screen. You can cycle through all the items you are carrying by pressing the L or R buttons, or by touching the item switch button.

※You can also rotate the selected item by dragging your finger across it or moving the left stick.

EXAMINING AN ITEM

Touch the “Examine” button, tap the item, or press the ⊗ button to examine an item more closely. Examining items can give you more hints or even activate minigames.



ESCAPE PART [S]

» ESCAPE

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USING THE ITEMS

To hold an item, select it on the item screen and then return to the main escape screen. You will see a small image of your item in the item icon.

When you are holding an item, investigating an area will “use” that item on the area in question.

※Selecting “Empty” on the item screen and then exiting it will mean you are holding nothing.

COMBINING ITEMS

Some items can be combined with other items. To combine, first select an item and touch the “Combine” button or press the Ⓐ button. Then select your second item and touch the “Combine,” Ⓐ, or ⊗ button.



Minigames

During the course of an escape, you will be challenged by several different minigames. Manipulate the touchscreen or tilt your PlayStation®Vita in order to solve them. Tapping the “BACK” button will allow you to give up on a particular minigame and return to the previous screen.

※If you change the difficulty to “Easy” and then exit the minigame by pressing “BACK,” you will be given some hints. Continued attempts at solving the minigame will often yield more hints.

CHANGING THE DIFFICULTY



Eventually you will reach areas of the story where your progress is blocked by a lock. When this happens, visit the flowchart (p. 25) and move to another story area. Once you have fulfilled the appropriate conditions, the lock will open and you will be able to continue. If you exit and restart the escape, or move to another escape, the difficulty will default back to “Hard.”

Opening the safe

Somewhere in each escape room is a safe. Your investigation of the room will eventually give you a password for this safe. You can cycle through the symbols on each square of the safe's password entry panel by touching them. Once you've got them entered correctly, press the Enter button.



Enter button

TWO PASSWORDS

There are actually two passwords to each safe. The first is the “Escape” password. This will give you the key you need to get out of the room and other items necessary for the progression of the story. The other password is the “Archive” password. Entering this password will give you a file containing secret information, which you will be able to view in the “SECRET” section of the Archive (p. 23), but doing so is not required to continue (and finish) the game. Both passwords can be acquired in that safe's room.

Rules for the AB game

Each of the nine participants in the AB Game is given a bracelet that keeps track of their “Bracelet Points,” or “BP.” During the AB Game, your team must play against an opposing team. Depending on your choice, your BP will either increase or decrease. If your BP drops below 0, however, you will be penalized with death.

A : Ally

B : Betray

BP

		Opponent	
		Ally	Betray
Your Team	Ally	+2	-2
	Betray	+3	±0



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